

MADWORLD™



COVERS NINTENDO Wii™

BASED ON A GAME
RATED BY THE
ESRB

MATURE 17+
M

P
PLATINUMGAMES INC.

SEGA®

Written by Doug Walsh

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DEATHWATCH PROGRAM GUIDE

THIS CHAPTER'S PURPOSE IS TO COMPLEMENT THE USER'S MANUAL THAT CAME ALONG WITH YOUR COPY OF **MADWORLD** AND TO PROVIDE A COMPLETE LISTING OF THE MANY ATTACKS, WEAPONS, AND PROPS AVAILABLE TO JACK DURING THE COURSE OF PLAY. WE ALSO PROVIDE DETAILED EXPLANATIONS OF THE SCORING SYSTEM AND SECRETS THAT YOU CAN UNLOCK.

FUNDAMENTALS

CONTROLS

MadWorld features an intuitive and easy to master control scheme. It combines the excitement of playing with the Wii Remote and the precision movement afforded by the Nunchuk attachment. The following table details the basic controls.

BASIC CONTROLS DURING ON-FOOT SEGMENTS

CONTROL	ACTION
Control Stick	Moves Jack. Double-tap in same direction to run
C Button	Reset camera angle
C Button (hold)	Activate/Deactivate camera lock
Z Button	Jump
Nunchuk (swing)	Dodge
A Button	Attack; activate devices
A Button (hold)	Grab enemies/props
B Button	Use chainsaw
Wii Remote (horizontal swing)	Backfist attack
Wii Remote (vertical swing)	Uppercut attack
Control Pad Up	Pick up weapon/healing item
Control Pad Down	Taunt (draws nearby enemies)
Control Pad Left/Right	Equip/Unequip secondary weapon
- Button	Access Pause Menu

BASIC CONTROLS DURING MOTORCYCLE SEGMENTS

CONTROL	ACTION
Control Stick	Steers motorcycle
Z Button	Turbo
Nunchuk (swing)	Attack with left arm (throw); 180-degree turn
A Button	Accelerate
B Button	Brake
Wii Remote (swing)	Attack with right arm (chainsaw); 360-degree spin attack
- Button	Access Pause Menu

ATTACK COMBOS AND THROWS

CONTROL	ACTION
Run + A Button	Shoulder Charge
Jump + A Button	Jump Attack
Dodge + A Button	Counter-Punch
Grab Enemy + Swing Wii Remote Vertically	Shoulder Throw
Grab Enemy + Swing Wii Remote Horizontally	Side Throw
Grab Enemy + Swing Nunchuk	Head-butt

GAME ITEMS

Not everything in the game is designed to be an instrument of death! Jack encounters the following items during the course of play—pick them up without delay, as they refill Jack's health meter or give him an extra Continue!



HAPPY PILL: Recovers vitality by a little. Some come in a three-pack for greater recovery!



HAPPY ONION: Completely recovers Jack's vitality and refills the Chainsaw Gauge.



JACK BALLOON: Adds a Continue to Jack's total, making it possible for him to reenter battle after running out of health.

ADVANCED COMBAT

MadWorld is all about performing well in combat and earning as many points as possible. The way to do this is to use the many props and environmental objects to layer as much pain as possible before the hapless target's demise. Jack can inflict a ton of damage with his fists and chainsaw, but that sort of approach doesn't earn many points, nor does it suffice against the tougher enemies. In order to earn the most points and complete the DeathWatch Challenges, you must fully understand the points system as it relates to basic attacks, combos, and finishing moves.

BARE HANDS & CHAINSAW

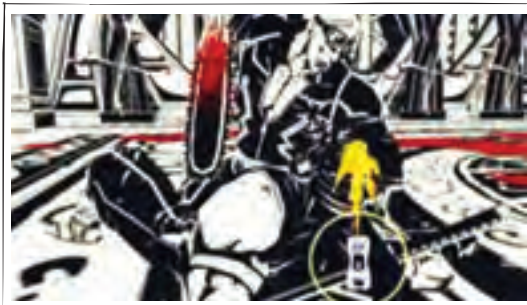
Jack spends most of his time dealing out pain with his bare hands and the chainsaw prosthetic on his right arm. The following tables detail the available attacks, the points they earn, and the damage they inflict.

BASIC ATTACKS

ATTACK	CONTROLS	ATTACK DAMAGE	POINTS	POINTS (FATAL BLOW)
Punch	A, A, A, A	5/10/10/20	500	10000
Power Punch	Punch Combo + Control Stick Up	50	1000	10000
Backfist	Swing Wii Remote horizontally	50	1000	10000
Uppercut	Swing Wii Remote vertically	50	1000	10000
Counterpunch	Dodge (swing Nunchuk) + A Button	5	1000	10000
Aerial Punch	Jump (Z Button) + A Button	80	1000	10000
Shoulder Throw	Grab enemy (hold A Button) + swing Wii Remote vertically	30	1000	10000
Side Throw	Grab enemy (hold A Button) + swing Wii Remote horizontally	30	1000	10000
Slam Toss	Grab falling enemy (hold A Button)	40	1000	10000
Vertical Slash	Chainsaw (hold B Button) + swing Wii Remote vertically	100	1000	10000
Horizontal Slash	Chainsaw (hold B Button) + swing Wii Remote horizontally	100	1000	10000
Aerial Vertical Slash	Jump (Z Button) + Chainsaw (hold B Button) + swing Wii Remote vertically	150	2000	15000
Aerial Horizontal Slash	Jump (Z Button) + Chainsaw (hold B Button) + swing Wii Remote horizontally	150	2000	15000

FINISH MOVES

A "Finish" icon appears on the screen after an enemy has been severely beaten. This means that the enemy is one hit away from dying, and it's time for Jack to perform a context-sensitive Finish attack. Different Finish attacks are mapped to the A Button and B Button, and the attack you witness depends on the enemy's stance (standing, prone, in the air) and the weapon that Jack is holding. Some of the Finish attacks, particularly the B Button attacks with the chainsaw, are completely random within a given context. One thing's certain, regardless of which attack you initiate: it's guaranteed to be hilariously gruesome!



ATTACK	CONTROLS	ATTACK DAMAGE	POINTS	POINTS (FATAL BLOW)
Giant Swing	Grab enemy (hold A Button) + wave Wii Remote in circles	300	1000	20000
Ragdoll Slam	Grab enemy (hold A Button) + shake Wii Remote vigorously	200	500	20000
Aerial Backbreaker	Grab aerial enemy (hold A Button)	60	1000	15000
Spine Snapper	Hold B Button in front of standing enemy	-	-	20000
Neck Cracker	Hold B Button in front of standing enemy	-	-	20000
Heart Surgery	Hold B Button in front of standing enemy	-	-	20000
Jugular Saw	Hold B Button in front of standing enemy	-	-	20000
Vertical Slash	Hold B Button in front of standing enemy	-	-	20000
Horizontal Slash	Hold B Button in front of standing enemy	-	-	20000
Amputator	Hold B Button in front of standing enemy	-	-	20000
Impaler	Hold B Button in front of aerial enemy	-	-	20000
Curb Stomp	Hold B Button in front of fallen enemy	-	-	20000
Chainsaw Splitter	Hold B Button in front of fallen enemy	-	-	20000
Ghetto Guillotine	Hold B Button in front of fallen enemy	-	-	20000
Scissor Slice	Hold B Button in front of standing enemy (Scissorman only)	-	-	20000
Goblin Goodnight	Hold B Button in front of standing enemy (Tengu only)	-	-	20000

ADDITIONAL WEAPONS

Jack acquires a number of valuable weapons during the course of the game. Although these weapons degrade and break with repeated use, they are invaluable assets and you should use them whenever you can. Many of these weapons feature specific attacks that inflict considerable damage, and some even have their own signature Finish moves.

SPIKED BAT



The Spiked Bat is useful for knocking enemies around in a hurry. It can drive enemies great distances or just smack their heads in. It's used extensively in Man Darts and appears most frequently of all the weapons. The Spiked Bat does not have a corresponding Finish attack.

ATTACK	CONTROLS	ATTACK DAMAGE	POINTS	POINTS (FATAL BLOW)
3-Hit Beatdown	A Button, A Button, A Button	30/30/30	2000	20000
Slugger	Swing Wii Remote horizontally	150	2000	20000
Jump Swing	Jump (Z Button) + A Button	120	2000	20000
Home Run	Pose (hold B Button) + swing Wii Remote horizontally	100	2000	20000
Skullcracker	Dodge (swing Nunchuk) + A Button	30	2000	20000

DAGGERS



The Daggers consist of two razor-sharp blades that Jack wields with surprising speed. They are used to slash at enemies in quick combos, and they facilitate a wonderfully horrifying collection of Finish moves. Note that when you perform the Blender attack, the longer you hold the B Button, the more energy gets stored, and the longer Jack can spin after releasing it.

ATTACK	CONTROLS	ATTACK DAMAGE	POINTS	POINTS (FATAL BLOW)
Slice & Dice	A Button, A Button, A Button, A Button	20/20/20/20	2000	20000
Upper-Slash	Swing Wii Remote vertically	20	2000	20000
Aerial Slicer	Perform Upper-Slash, then Jump (Z Button) + A, A, A, A	20	2000	20000
Diving Slice	Jump (Z Button) + A Button	20	2000	20000
Blender	Pose (hold B Button) + swing Wii Remote horizontally (vigorously)	30	2000	20000
Counter-Slash	Dodge (swing Nunchuk) + A Button	30	2000	20000

DAGGERS: FINISH MOVES

ATTACK	CONTROLS	ATTACK DAMAGE	POINTS	POINTS (FATAL BLOW)
Beheader	Hold B Button in front of standing enemy	-	-	20000
Brutal Bisector	Hold B Button in front of standing enemy	-	-	20000
Mounted Spine Ripper	Hold B Button in front of fallen enemy	-	-	20000
Curb Stomp	Hold B Button in front of fallen enemy	-	-	20000

LET'S MEET THE CONTESTANTS!



JACK CAYMAN

Jack is the star of *MadWorld*, the man with the chainsaw on his arm, the cigarette in his mouth, and the biggest swagger to hit Jefferson Island in years. Jack arrives on the scene in Varrigan City without a sponsor, a reputation, and with no obvious reason for being there, aside from the hundred-million-dollar prize that's up for grabs. Of course, that's what he wants them to think. The people in the studio, the folks watching at home, even Agent XIII...none of them knows about the voice in his ear, Amala. Nor does she know about the voices in his head. Jack's mysterious past and his motivation for entering the DeathWatch Games is revealed in due time—but only to those who live to hear the tale.



NAOMI

Naomi is the beautiful daughter of Varrigan City's mayor and the host of an extravagant party the night of the DeathWatch Games. Is the party coincidence? Is she in danger? Or is there some other explanation for the uncanny timing?



BEHIND THE SCENES...

NOBODY, NOT EVEN THE AMAZING JACK CAYMAN, WOULD LAST AN HOUR IN THE DEATHWATCH GAMES WITHOUT THE SUPPORT OF A NUMBER OF PEOPLE BEHIND THE SCENES. THESE FOLKS RANGE FROM THE DEATHWATCH ORGANIZERS TO JACK'S BACKER, AGENT XIII, TO THE WOMAN IN HIS EAR, AMALA.

VARRIGAN CITY

JACK'S DEATHWATCH RANK: 256

The games begin right here in Varrigan City Center, but this is only the beginning! Use our convenient rail system and shop, see downtown, or tour a factory! Each place has its own ways to kill...because variety is the spice of death!

CHAPTER



VARRIGAN CITY PROPS

NAME	APPEARANCE	POINTS (ATTACK)	POINTS (FATAL BLOW)
CRATE		1000	10000
SMALL CRATE		1000	10000
OIL DRUM		6000	-
EXPLODING DRUM		-	30000
MAN HEATER		6000	30000
FLAT TIRE		6000	-
STINK BOMB		5000	-
TRASH CAN		6000	-
TRASH CAN		6000	-
BOXES		1000	10000
CAUTION SIGN		20000	-

NAME	APPEARANCE	POINTS (ATTACK)	POINTS (FATAL BLOW)
ROSE BUSH		5000	15000
IMPALER		-	10000
IMPALING SIGN		-	10000
HUMAN GARBAGE		-	20000
CUTTING SAW		5000	10000
CONTROL PANEL		-	10000
HOMICIDE FAN		500	10000
BIG BULL BASSINET		6000	-
MONEY GRUBBER		1000	-
SWIRLIE		-	30000
BENCH		1000	20000

CONTESTANTS IN VARRIGAN CITY

ENEMY TYPE	APPEARANCE	HIT POINTS	ATTACK DAMAGE	DESCRIPTION
HUNKY PUNKS		120~300	4~12	RUDE AND MEAN STREET GANG MEMBERS.
"BIG BULL" CROCKER		600~700	15~30	A LARGE, BULL-LIKE MAN WIELDING A HUGE WEAPON—MUCH STRONGER THAN THE AVERAGE STREET PUNK!
LITTLE EDDIE		1500	10	A GIANT, SOMEWHAT UNINTELLIGENT BEING, BUT WITH SUPERHUMAN STRENGTH, WIELDING A HUGE BALL AND CHAIN TO PULVERIZE HIS OPPONENTS!
JUDE THE DUDE		1000	5~10	A COWBOY WITH DUAL SIX-SHOOTERS AND ROLLERBLADES. VERY AGILE AND CAN WASTE HIS OPPONENTS FROM A DISTANCE WITH HIS PISTOLS.
VON TWIRLENKILLER		1400	5~15	A MAN WITH CYCLONE-GENERATING MECHANICAL ARMS. CAN CAUSE A STORM!

CENTRAL STATION

STAGE OVERVIEW

Conditions: 58°F, Night, Rain

DeathWatch Challenge: N/A

DeathWatch Challenge (2nd Play): Hit Bull With the Train!

DeathWatch Challenge (3rd Play): Score 3 Million Points!

DeathWatch Challenge (4th Play): Finish Without Using a Continue!

DeathWatch Challenge (5th Play): Kill the Boss in 15 Minutes!

STREETS

STATION, 1F

STATION, 2F

BOSS

POINT LEVEL BONUS

EARN	BONUS	CATEGORY
200,000	TURBINATOR	BLOODBATH CHALLENGE
600,000	SPIKED TRAIN	ENVIRONMENTAL PROP
800,000	SPIKED BAT	WEAPON
1,000,000	BIG BULL CROCKER	MAJOR ENEMY
1,200,000	ROCKET REAMER	BLOODBATH CHALLENGE
1,600,000	LITTLE EDDIE	STAGE BOSS: RANKING MATCH

IT'S SHOWTIME!

ON THE STREETS

BASICS TUTORIAL

The contest begins on the car-strewn streets of Varrigan City, just a short walk from the train station. Agent XIII will guide you through the basics, so follow along with the onscreen prompts to learn the essential commands for fighting. Namely, how to punch (A Button), throw an uppercut (swing the Wii Remote upward), and how to strike with a back-fist attack (swing the Wii Remote horizontally). This latter attack is often referred to as a "bl&#% slap" in local parlance.

Next up are the fundamental chainsaw attacks. As you know, Jack has a chainsaw for a right arm, but that doesn't mean he uses it for every attack. You have to hold the B Button to attack with the chainsaw. Swing the Wii Remote up and down while holding the B Button to make Jack perform a vertical slice attack. Swinging it horizontally initiates a lateral cut.

Now it's time to go over the movement controls. Swing the Nunchuk laterally to make Jack perform a back-flipping dodge maneuver. This is a very important move to master—yes, even big tough guys like Jack need to create a little breathing room every now and then. Another important move is the jump. Press the Z Button on the Nunchuk to make Jack leap high into the air. Combine this with a chainsaw slice for a devastating attack that's guaranteed to slice all but the heftiest opponents in two. Proceed to the tutorial's next phase by leaping over the stack of cars.

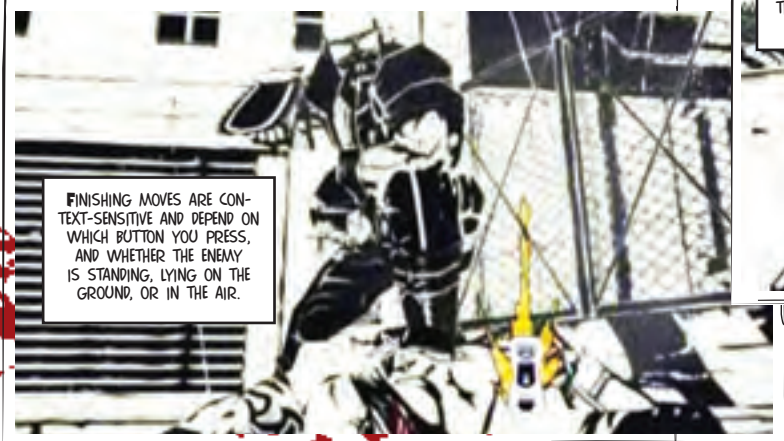
COMBAT TUTORIAL

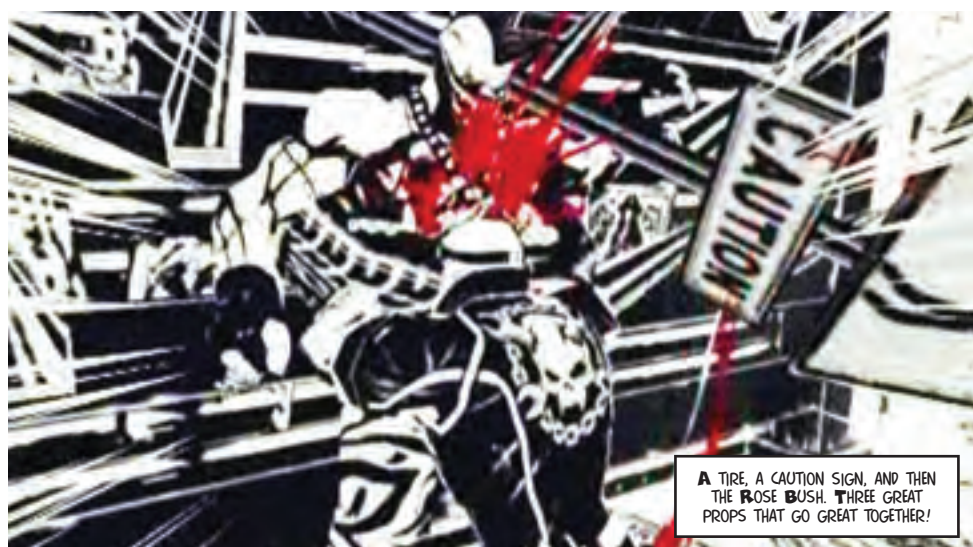
Run up to the Hunky Punks leaning against the car, and let loose with the A Button to pummel them. You can even punch the car to blow it up and send the creeps flying. Keep beating on them until you see the "Finish" icon, signaling that it's time to perform a finishing move. Pressing the A Button initiates an "A Finish," which typically involves a throw or grapple move. Pressing the B Button performs a "B Finish," which—you guessed it—uses the chainsaw to slice the enemy to pieces. No matter which button you press, you must perform the onscreen motions with the Wii Remote to complete the attack.

Jack can also grab an enemy and drag him around the area. Grabbing an enemy is easy—just press the A Button while standing next to one. You can throw him by shaking the Wii Remote while continuing to hold the A Button. Unless an enemy is pathetically weak (like a Hunky Punk) or stunned, there's a good chance he'll put up a fight while you hold him. Swing the Nunchuk to head-butt him a few times. That'll certainly calm him down!



Agent XIII's next lesson is about props. Grab the flat tire by pressing the A Button, and shake the Wii Remote to throw it. Now grab another one, hold the A Button, and run up to an enemy. Swing the Wii Remote up and down quickly to make Jack slam the tire around the enemy's waist.

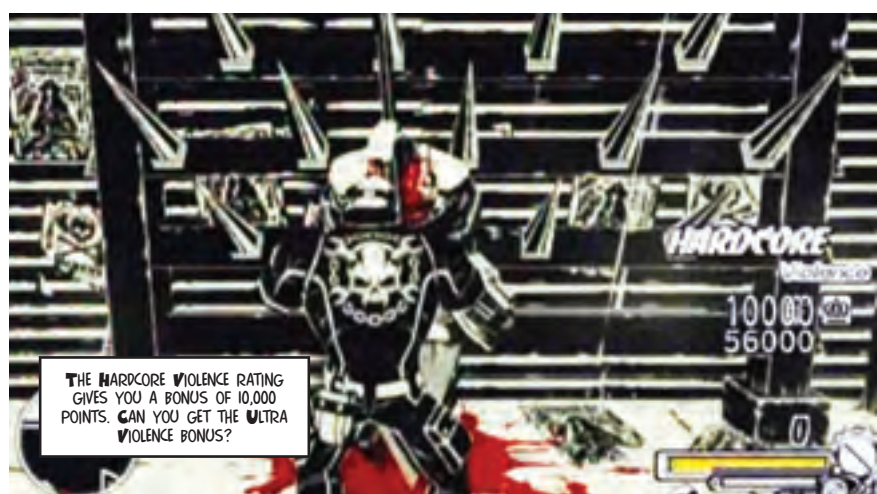




For Agent XIII's final lesson, he'd like to show Jack how to use the Rose Bush. The Rose Bush is the fancy-pants name given to the walls of spikes installed throughout Jefferson Island for the games. You can throw enemies into the Rose Bush for instant kills. You can also drag them over to it and shake the Wii Remote back and forth to impale the enemy over and over repeatedly. The choice is yours: quick and easy for 15,000 points, or brutally sadistic and sloppy for 30,000 points.

POINTS TUTORIAL

It's time for one final lesson. If you hope to make a splash in the DeathWatch games, you must understand how attacks can be layered to score maximum points. Follow Agent XIII's instructions and ring a tire around one of the Hunky Punks in the street. Then jam a caution sign through his head. The first attack, the tire, is worth 6,000 points, and the second is worth 20,000 points. These two attacks make the enemy currently worth 26,000 points and elevate this kill from "First Blood" status to "Routine Violence." But it's not over yet! Now you can take him over to the Rose Bush and jam him over and over into the spikes for 5,000 points per impaling, then an additional 15,000 points for the fatal blow! This upgrades your score for this enemy to 56,000 points and nets you a "Hardcore Violence" rating for the kill!



It's possible to impale a single enemy with up to five different caution signs. Each sign you drive through the enemy's head is worth 20,000 points. Use these attacks to build a huge score, and then finish off the enemy with a Man Heater or Human Garbage attack to gain the Ultra Violence bonus.

99 JACK BALLOONS?

Ha! You wish you could get 99 Jack Balloons. There's no chance of that happening, but Agent XIII gives you *one* Red Balloon as a reward for obeying his orders up to this point. Jack Balloons grant you the ability to continue after dying. So long as you have a Jack Balloon in your inventory, Jack will get right back up after he's killed. The game ends when Jack gets killed and you're out of Jack Balloons, thus forcing you to begin the stage again from the start.



SCORE 200,000 POINTS

Agent XIII wants Jack to demonstrate all he's learned so far. To impress Agent XIII and earn that \$10,000 signing bonus, use the enemies in the area beyond the gate to score 200,000 points.

Jack can use several tires, crates, and caution signs in this area as weapons. More importantly, he can also use a Man Heater and Human Garbage to deliver a fatal blow to an enemy that he has already battered with other props. Remember that layering attacks is the quickest way to score big points, and you can layer these attacks only *before* you inflict the finishing blow. Try wrapping an enemy in a tire and then dumping him into a flaming garbage can (a.k.a. Man Heater) for 36,000 quick points. Better still, jam a caution sign or two into that same enemy before setting him on fire.



Take a moment between attacks—and definitely before you proceed to the Bloodbath Challenge—to smash the many crates scattered about the area. Some may contain valuable pick-ups, such as the Happy Onion or Happy Pill.



HAPPY, HAPPY ONION BREATH

Smash the crate on the roof of the bus for a Happy Onion. Happy Onions and Happy Pills are consumed immediately. If you can't use them right away, remember where they are and come back to them when you need a little pick-me-up.



YOU JUST TOSS A MOTHER-F#%ZER INTO THIS HERE JET ENGINE AND ACCELERATE THAT @\$\$ INTO THE DANGER ZONE AT THIRTY-THOUSAND Gs.



BLOODBATH CHALLENGE: THE TURBINATOR

ROUNDS: 3

TIME LIMIT: 1:30



The Turbinator is a pretty straightforward Bloodbath Challenge. There's a massive jet engine blocking the path and sucking everything toward it. Your goal is to throw as many Hunky Punks into the engine as possible to score points. The enemies appear in waves, so get to the third round as quickly as you can, because that's when an endless supply of enemies appears.

The trick to scoring a lot of points in the Turbinator is to throw an enemy into a group of other enemies. Although the Hunky Punks are strong enough to withstand the



Turbinator's suction while they're on the ground, they're helplessly sucked into the turbine when they're knocked off their feet. Grab a nearby enemy, stand facing the Turbinator, and swing the Wii Remote vertically to perform the Shoulder Throw. This will no doubt knock other enemies into the Turbinator.

Try not to get too close to the engine. Even though Jack doesn't have to worry about getting sucked into it, the effort it takes to break free of the suction costs precious seconds. Should you start to get pulled in, double-tap the Control Stick away from the Turbinator to dash out of the turbine's suction.



The final round is a great opportunity to score a lot of points. Try Shoulder Throws and Side Throws to knock as many enemies into the Turbinator as you can. You get huge bonuses for knocking three or more Hunky Punks into the engine at once. Move quickly, grab

an enemy, and then toss him. Although you can get more points for punching an enemy a few times before throwing him into the Turbinator, these points don't build toward your Turbinator score and aren't really worth the time they take to perform. Because Hunky Punks are so weak and incapable of putting up a fight when they're picked up, there's no reason to stun them first. Just grab 'em and chuck 'em.

MADWORLD

OFFICIAL STRATEGY GUIDE

Written by Doug Walsh

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